



REFERENCE CARD

EQUIPMENT YOU NEED

1. TV or monitor
2. Commodore 64™ computer
3. Disk Drive
4. Joystick

DISK LOADING INSTRUCTIONS

1. Your Commodore computer should be turned off.
2. Connect your joystick to control port number 2 on the side of the computer.
3. Turn on the disk drive and the TV or monitor.
4. Turn on the computer. On the screen, you'll see **READY** and a flashing square cursor.
5. When the red light on the disk drive goes off, slide the *AGENT USA* disk into the drive. Hold the disk by the label as you place it in, label facing up. Close the disk drive door.
6. Type:
LOAD "AGENT U.S.A.", 8,1
Be sure to type the command exactly as it's shown. Then press RETURN.
7. The disk drive will whirl, and the program titles will run. In a few seconds, the *AGENT USA* demonstration will appear on the screen.
8. For instructions on playing *AGENT USA*, see the other side of this Reference Card and the *AGENT USA* Information File.

IMPORTANT KEYS

F7—After you've watched the demonstration, press the F7 key to begin playing the game.

F5—During the demonstration, press the F5 key to choose the advanced *AGENT USA* game.

RESTORE—Pressing RESTORE will bring you back to the beginning of *AGENT USA*, so you can watch the demonstration or start a new game.

WARNING: Pressing RESTORE will end the game you are playing. Also, pressing RESTORE will not restart the game while you are in a Ticket Booth.

FREEZE FUNCTION—During the game, press the RUN/STOP key to freeze the action. To continue the game, press RUN/STOP again.

WHAT YOU SEE



AGENT USA—The Super Agent who must find and stop the FuzzBomb.



CITIZENS—Residents of the cities that Agent USA visits.



LOCAL TRAINS—Older, slower trains that travel only to nearby cities.



ROCKET TRAINS—Newer, faster trains that cover great distances quickly.



TICKET BOOTH—A booth that you visit to buy train tickets. You'll find one in each city.



INFOBOOTH—A booth that you visit to receive the latest Fuzz Information Updates. You'll find one in each capital city.



CRYSTALS—Glowing, glass-like objects that fell from outer space. Agent USA uses them to turn FuzzBodies back into people and to disarm the FuzzBomb.



FUZZBODIES—Citizens who have been fuzzed by the FuzzBomb.



FUZZBOMB—The menacing TV device that is fuzzing the nation.

HOW TO PLAY

MOVE AGENT USA—Move joystick.

BUY A TRAIN TICKET—Move Agent USA into a ticket booth, type in the name of the city and state to which you want to travel, and press RETURN. Be sure to type the city name (followed by a comma) and the state name exactly as it's shown.

GET ON A TRAIN—Wait on the boarding platform for your train to arrive. When the train stops, use the joystick to move Agent USA up into it.

GET FUZZ INFORMATION—Move Agent USA to an InfoBooth. Follow the screen instructions for selecting an information update map.

GROW CRYSTALS—To plant crystals, press the joystick button as Agent USA is moving. Wait for more crystals to grow. To pick up crystals, move Agent USA across them.

TURN A FUZZBODY BACK INTO A PERSON—Drop a crystal in the path of the FuzzBody.

DISARM THE FUZZBOMB—Go to the city where the FuzzBomb is located. Make sure Agent USA has 100 crystals. Have Agent USA touch the FuzzBomb.

FREEZING THE GAME—See the Freeze Function instructions on the other side of this Reference Card.